

October, 1986
Volume 6, No. 9

\$1.00

M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"



FALL'S RAVE REVIEWS



Published by the Michigan Atari Computer Enthusiasts

FROM THE ACTING PRESIDENT

Tom Sturza

By the time the majority of M.A.C.E. members read this column, we will have elected a new board of officers and the September 16, 1986 general meeting will be history.

For those members that are reading this column at the Sept. 16th meeting, I wish to thank you for being here! Your attendance and votes will help to determine the leadership of our User Group for the next twelve months!

The new officers take over immediately following the general meeting. We will list their names on both M.A.C.E. BBSystems (see Message Bases) and print the same info in all future Journals.

A common goal of the new officers will be "to make M.A.C.E. the best User Group it can be!" We will look at the M.A.C.E. member survey to see what members want and do our best to provide what was requested.

Suggestions are always welcome! Please leave them in the Suggestion Box (at a general meeting) or mail them to the P.O. Box. We cannot guarantee that messages left on a M.A.C.E. BBSystem will always be seen. However, our SYSOP's will make every effort to check the Message Bases and forward electronic mail to the appropriate officer.

Once more I wish to express my appreciation to all members who have come forward and helped! It has not been easy resolving the many problems that we faced; but by working together, the load we carried was that much lighter for everyone!

FROM THE ACTING EDITOR

R.Charles Sibthorpe

Well, September has arrived, and the elections are upon us. Vote for the candidates of YOUR choice, and may the best qualified people win!!

As I sat down to collect my thoughts for this issue, I had visions of grandeur dancing in my head as if it were the night before Christmas when I was but a mere child. I envisioned putting little cartoons in the voids left in between the articles as fillers; placing cutesy sayings next to each cartoon (the ones that are supposed to lift your spirits and make you smile). Well, from the response I've received to have more membership participation with the Journal, I saw no need to place cartoons in this, or possibly any future Journal to raise THIS club's spirits! Last month I received more articles than MACE could afford to print!! As result, this issue has very few fillers.

On the serious side, there are Constitutional Amendments included in this issue for preview by all members prior to the October General Meeting. Please put forth your best efforts to attend and vote at the October 21, 1986 General Meeting.

To the best of my knowledge, the articles of William Schlick and Gordon Totty are the last of the missing articles originally intended for the ill-fated April issue and are re-printed here for those of us who did not receive that Journal.

My Editorial Staff for this month was John Leasia and Bob Carlini who proofread and retyped submitted material; Jim Kennedy who assisted me in the layout of the Journal and my wife, Sally. Again thank you each and every one. If there are any other members who want to help with the Journal, see me after, during or before the meeting. For the members who own STs and want to submit material for the Journal, please see me as your views and opinions are important too!

ACTING PRESIDENT

Tom Sturza

VICE PRESIDENT

Mike Mitchell

TREASURER

Burt Gregory

ACTING

CORRESPONDING SECRETARY

Jim Kennedy

RECORDING SECRETARY

Barbara J. Franczyk

ACTING JOURNAL EDITOR

R. Charles Sibthorpe

DISK LIBRARIAN

Dave Zappa

MEMBERSHIP CHAIRMAN

Paul Wheeler

October, 1986
Volume 6, No. 9

MACE JOURNAL

THE COMPUTER MAGAZINE FOR THE
PROGRESSIVE ATARI USER

SOFTWARE REVIEWS/UPDATES

- 2 ATARI PLANETARIUM
New Software from Atari Corp.
for the 8-bit computers.
- 7 EXPLORING THE HAPPY
What makes the owner of a
Happy Enhancement Happy.
- 13 BASIC VIEW
A program to help find bugs
in your programs.
- 15 MODEM FUN
The thrills of communicating
with the world through your Atari.
- 19 STAR RAIDERS II
Another NEW software program
for the Atari 8-bit computer!!

PRODUCT ANNOUNCEMENTS

- 9 FLYING THE ST
The best keeps getting
better!

BUSINESS

- 4 MACE VOLUME THREE
The contents of Volume Three
in the MACE Disk Library.
- 10 PROPOSED AMENDMENTS
Amendments being proposed by
our members.
- 11 ST SIG MINUTES
Our ST SIG future.

ADVERTISING

Write to: PO Box 2785, Southfield, MI
48037, Attn: Vice Pres. or phone Mike
Mitchell at (313) 425-4367

MEMBERSHIP/SUBSCRIPTION

One year membership, \$20.00. Third Class
Postage paid at Livonia, MI 48150.
Correspondence must be addressed to: PO
Box 2785, Southfield MI 48037. If you
have a subscription problem, please write
to the above address or call Paul Wheeler
at (313) 538-3649.

DISK SUBMISSIONS

Dave Zappa, St. Clair Shores
Voice 773-8551 BBS 771-4126
Bring disk to the monthly meeting or send
it to: MACE, PO Box 2785, Southfield MI
48037 Attn: Dave Zappa

EDITORIAL CONTRIBUTIONS

Upload to the MACE BBS's, any officer's
BBS, or send directly to MACE. Editorial
submissions should include text and
program listings on disk and paper.
Submissions will be returned if stamped,
self-addressed mailer is supplied and
will be handled with reasonable care.
However, publisher assumes no
responsibility for return or safety of
artwork, photographs, or manuscripts.

PERMISSIONS

Material in this publication may be
reproduced without permission. Credit
must be given to M.A.C.E., with date of
Journal issue.

ATARI PLANETARIUM

By Wendy Church

ATARI PLANETARIUM - Amazing, Entertaining, Educational and Easy! That says it all. This new software from Atari (yes, I said NEW!) was fun to review. Atari Planetarium makes it possible for the heavens to come right down into your own home. Hassle-free, easy to read documentation makes it a breeze.

The disk is booted up on side one for the program and the data is on side two. After loading both sides of the disk you are ready to begin your adventure. You are initially greeted with a view of the night sky on January 1, 1985 from Washington D.C. You can easily change the date, time & location defaults with the easy instructions in the manual. Once you've set up your desired time, place & date you're ready to start exploring.

There are four "modes" you can select to explore within. The MAP mode allows you to select any location on earth from which to view the sky. It uses a "cross" cursor to move around the map and longitude and latitude meters on the right side border, to select specific locations. (It helps to have a world globe or atlas with longitude and latitudes marked for easier selections). A joystick or the cursor keys are used for moving the cross around and changing the quadrants. (This is a little slow)

The next mode is the SET which allows you to choose the date and time.

The next mode is the SKY mode. This is where most of your exploring takes place. The cross cursor can be moved around the sky from your "feet" to up over your head and down to your feet again. You can have any view, on any horizon or overhead. It allows slewing, or moving, around the sky in any direction.

The last mode is CHART which takes the current view of the sky and charts it on a star map. Coordinates can be displayed here but no slewing is allowed.

In both the sky and chart modes, the option key allows you to change to on or off lines, names, symbols, deep-sky, tracking or sound. These options are thoroughly explained in the manual. The help key is pressed while on a specific star or constellation will give brief technical data and interesting educational descriptions. They are very good and run like a ticker tape along the bottom of the screen. The <, > keys allow you to change the clock from a dead stop, to regular time, to forward or backwards time. This enables you to watch the changes in the sky over a time period. If the shift key is pressed with the < > keys then the viewing angles can be changed. There are many other options available and are all easy to use with the help of the manual. There is even an option to print the current video display, as long as you have an XMM801 printer or an Epson printer.

This software is both fun and educational. You can go outside and look at the sky, see something you are curious about, come inside and call it up on the computer and find out all about it. The program also allows you specifically to select planets, constellations or even comets and then it shows you where they are in the sky. This way you don't have to wander aimlessly around the sky looking for what you want.

In conclusion, I was fascinated and excited about using ATARI PLANETARIUM. It was interesting and I really learned a lot. It was easy to get started and with the help of the manual I avoided some of the frustration that usually accompanies new software. I know anyone and everyone can and will enjoy this unique view to the heavens.

```
10 FOR L=0 TO 8 STEP 2:FOR C=0 TO 16:?  
"SE.2,";C;",";L:SETCOLOR 2,C,L:FOR T=1 TO  
300:NEXT T:NEXT C:?:NEXT L
```


AVAILABLE NOW



These pictures are printouts of actual screens

The AUG/SEP issue
available now from these fine retailers

BASIC BITS'N'BYTES
34815 Ford Road
Westland MI 48185
(313) 595-3171

I/O SOFTWARE
3600 South Dort
Flint MI 48507
(313) 742-3566

SUBSCRIPTIONS AVAILABLE THROUGH
YOUR USERS GROUP
or from

SECTOR ONE COMPUTERS
3685 15 Mile Road
Sterling Heights MI 48310
(313) 978-2208

SY DRAFT
26130 Greenfield
Oak Park MI 48237
(313) 968-2620



D I S K P U B L I C A T I O N S , I N C .

12200 PARK CENTRAL DRIVE SUITE 310 DALLAS, TEXAS 75251 (214) 788-4441

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
AC	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
AC	TAXES	TAX DEDUCTIONS RE VISIT	UTIL	8	BASIC	090
AC	TVTEST	CHECK OUT YOUR TV	UTIL	9	BASIC	042
AC	MENSHOOP	SNOOP THRU MEMORY	UTIL	7	BASIC	018
AC	CHUTES	LONGER THE HARDER	GAME	8	BASIC	071
AC	STCLOWN	BREAKOUT TYPE	GAME	9	BASIC	047
AC	TUNING	MAKE A TUNE (KIDS)	UTIL	10	BASIC	025
AC	ALPHLOX	CONCENTRATE (KIDS)	EDUC	10	BASIC	041
AC	STATS	FREQUENCY OF #'S	UTIL	10	BASIC	026
AC	CRYPTOON	BREAK THE CODE	STRAT	10	BASIC	037
AC	NITEFLYR	LAND AT KNIGHT	GAME	7	BASIC	035
AC	ALCOHOL.TST	ALCOHOL CONTENT	UTIL	6	BASIC	012
BC	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
BC	BUNNYHOP	GOLD ARROWS SCORE	GAME	7	BASIC	040
BC	BUZZAP	SEVERAL BOARDS	GAME	8	BASIC	042
BC	PH.DEH	LEARN PLAYER MISSILES	DEMO	10	BASIC	067
BC	GASLAWS	PADDLES REQUIRED	DEMO	10	BASIC	047
BC	MUNCH	JUMPMAN TYPE	GAME	9	BASIC	063
BC	BEWER	EAT THE HUSHROOMS	GAME	10	BASIC	075
BC	HATHWIZ	GREAT TEACHING TOOL	EDUC	10	BASIC	073
BC	SECURITY	LIST YOUR SECURITIES	UTIL	9	BASIC	076
CC	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
CC	THECAVE	ADVENTURE GAME	GAME	8	BASIC	162
CC	DOSWIZ.DOC	DETAILED DOC 'DOCWIZ'	UTIL	10+	FILE	033
CC	DOSWIZ.OBJ	A GREAT DISK UTILITY	UTIL	10+	OBJ	112
CC	COUNTING	COUNT TO 20--PRESCHOOL	EDUC	9	BASIC	058
CC	HOWMANY	HOW MANY ANIMALS?	EDUC	10	BASIC	080
CC	CHARSET1.DAT	CHAR. SET FOR HOWMANY	EDUC	NA	FILE	009
CC	CHARSET2.DAT	CHAR. SET FOR HOWMANY	EDUC	NA	FILE	009
DC	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
DC	SHOOTHTH	HATH GAME--PRESCHOOL	GAME	8	BASIC	256
DC	NIBBLE	BASIC DISK COPIER	UTIL	10	BASIC	029
DC	CUBE	SOLVE RUBICS CUBE	UTIL	8	BASIC	068
DC	COLORSEL	HLOD DOWN JOY/STK BTN.	DEMO	8	BASIC	016
DC	AVANLACH	CREATE BOOT DISK/TAPE	GAME	10+	BASIC	107
DC	HORSPRAY	HANDICAPPS HORSE RACE	UTIL	9	BASIC	103
DC	TANKS	LIKE THE ORIGINAL	GAME	10	BASIC	100
EC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	015
EC	PICTRUN	RUNS PICTURE FILES	UTIL	10	BASIC	008
EC	PICT-FIL	PICTURE DATA FILE	DEMO	8	FILE	062
EC	PICT1.FIL	PICTURE DATA FILE	DEMO	8	FILE	062
EC	PICT2.FIL	PICTURE DATA FILE	DEMO	8	FILE	062
EC	PICT3.FIL	PICTURE DATA FILE	DEMO	8	FILE	062
EC	RATS.OBJ	JUMPMAN TYPE	GAME	10	OBJ	087
EC	LOTTO	PICKS LOTTO NUMBERS	UTIL	9	BASIC	009
EC	BLCKHOLE	YES, HE WILL JUMP IN	DEMO	8	BASIC	035
EC	TOOLBOX	AUTO LINE NUMBERS	UTIL	10	BASIC	032
EC	ICECREAM	PICK YOUR FLAVOR	DEMO	8	BASIC	017
EC	HASTMENU	DISK FILE DIRECTORY	UTIL	10+	BASIC	049

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
FC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	015
FC	SUPER.DIR	SUPER DIRECTORY	UTIL	9	BASIC	040
FC	PAGEFLIP.LST	LIST PROGRAMS BY PAGE	UTIL	9	BASIC	005
FC	PAGEFLIP.WSP	LIST WITH SPACING	UTIL	9	BASIC	005
FC	LINCHECK.LST	COMPUTE - LINE CHECK	UTIL	9	BASIC	006
FC	PRUFREAD	COMPUTE--PROOFREADER	UTIL	9	BASIC	008
FC	CHECKX2	ANALOG'S "D-CHECK2"	UTIL	9	BASIC	023
FC	HLX	COMPUTE: HL ENTRY	UTIL	9	BASIC	058
FC	HLTRACER	COMPUTE: HL TRACER	UTIL	9	BASIC	051
FC	D8SCR.DIR	DESCRIPTION FILE	UTIL	NA	FILE	006
FC	DASH.OBJ	OLYMPIC RUNNERS	GAME	6	OBJ	023
FC	MINIGOLF	ATARI 9-HOLE GOLF	GAME	8	BASIC	094
FC	DATABASE	CREATE YOUR OWN	UTIL	10+	BASIC	109
GC	GAS	MUSIC FOR ANS PLAYER	MUSIC	10	FILE	041
GC	INVENT	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	021
GC	ELITE	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	034
GC	DJUBILO	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	027
GC	SAMPLE	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	016
GC	CRC1980	MUSIC FOR ANS PLAYER	MUSIC	10	FILE	103
GC	EASY	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	058
GC	BOOGIE2	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	039
GC	SONATA	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	046
GC	GRETTO	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	064
GC	BACH	MUSIC FOR ANS PLAYER	MUSIC	9	FILE	164
GC	AUTORUN.SYS	MUSIC FOR ANS PLAYER	MUSIC	10	BASIC	100
HC	DIGITDOC	DOC FOR DIGITIZ	INFO	N/A	N/A	015
HC	DIGITPIC	KOALA PIC OF CIRCUIT	INFO	N/A	FILE	022
HC	DIGITIZE.OBJ	MAKE YOUR OWN SOUND	UTIL	10	OBJ	046
HC	DIGTDEMO.OBJ	"KINKS" REALLY GOT ME	DEMO	10+	OBJ	136
HC	XLFIX.OBJ	SUPPOSE TO FIX XL'S OS	UTIL	???	OBJ	089
HC	LOTTOFUN.BAS	DEMONSTRATES CHANCES	EDUC	9	BASIC	028
HC	PHANIN.BAS	PLAYER ANIMATER	UTIL	9	BASIC	072
HC	FIREBUG.OBJ	DEFEND YOUR "SEEDS"	GAME	10+	OBJ	039
HC	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
HC	TESTER.BAS	TEST YOUR KNOWLEDGE	EDUC	9	BASIC	038
HC	GRAPHS.BAS	CHART YOUR PROGRESS	UTIL	9	BASIC	116
IC	MENU	DISK DIR. LOAD/GO	UTIL	10	BASIC	015
IC	CIRCUIT1.BAS	LOAD THIS FILE FIRST	UTIL	10+	BASIC	037
IC	CIRCUIT2.BAS	LOAD THIS FILE SECOND	UTIL	10+	BASIC	104
IC	CIRCHAR.SYS	CREATED FROM CIRCUIT1	UTIL	N/A	BASIC	010
IC	CIRTEST1.BAS	CIRCUIT DEMO FILE	DEMO	5	FILE	008
IC	RACE.BAS	CREATE BINARY GAME	UTIL	10	BASIC	087
IC	RACE.OBJ	RACE IN SPACE	GAME	10	OBJ	033
IC	UNICHECK.OBJ	CREATE BINARY FILE	UTIL	N/A	BASIC	031
IC	UNICHECK.BAS	CHECK YOUR FILE	UTIL	N/A	OBJ	008
IC	SPEEDRED.BAS	HOW FAST CAN YOU READ?	EDUC	8	BASIC	030
IC	ANIMATE.BAS	EASY PAGE FLIP	UTIL	9	BASIC	063
IC	XLDO5.BAS	CREATE BINARY FILE	UTIL	N/A	BASIC	019
IC	PATCH.OBJ	DOS PATCH BINARY FILE	UTIL	??	OBJ	003
IC	ADVENTX5.BAS	ADVENTURE GAME	GAME	8	BASIC	101
IC	PHCURSOR.BAS	CREATE FANCY CURSOR	UTIL	9	BASIC	017
IC	PHCURSOR.SRC	SOURCE CODE FOR CURSOR	LIST	N/A	ASSHED	026

MAKE DISK LIBRARY

MAKE DISK LIBRARY

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
JC	MENU	DISK DIR. LOAD/GO	UTIL	10	BASIC	015
JC	GR9DEMO.BAS	GRAPHICS 9 DEMO	DEMO	9	BASIC	004
JC	AUTOCASS.LST	CASSETTE UTILITY	UTIL	9	BASIC	002
JC	BLINKCUR.BAS	CUSTOM CURSOR	UTIL	8	BASIC	004
JC	BRAINWSH.BAS	ADVENTURE MUST BE WEIRD!	DEMO	8	BASIC	009
JC	ADVENTSL.BAS	ADVENTURE FINE ADVENTURE	GAME	9	BASIC	194
JC	ONMIVENT.BAS	ADVENTURE GAME	GAME	9	BASIC	059
JC	MLX.BAS	FAST KEY ENTRY PROGRAM	UTIL	9	BASIC	056
JC	NUMBERS.BAS	PRE-SCHOOL NUMBERS	EDUC	9	BASIC	028
JC	ANODEM33.OBJ	MODEM PROGRAM IN H/L	UTIL	9	OBJ	123
JC	BOPOTRON.BAS	CREATE BOPOTRON FILE	UTIL	N/A	BASIC	077
JC	MAKEBOPO.BAS	CUSTOMIZER PROGRAM	UTIL	9	BASIC	033
KC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	015
KC	LIFE.OBJ	VISUAL PERSPECTIVE	DEMO	8	OBJ	044
KC	DISLABL.OBJ	BUY SOME LABELS	UTIL	9	OBJ	020
KC	DLABDOC	INSTRUCTIONS FOR DISKLB	INFO	N/A	FILE	007
KC	VITERH	VIDTEXT TERMINAL PROG.	UTIL	N/A	OBJ	076
KC	TERHDOC	VIDTEXT TERMINAL DOC	INFO	N/A	FILE	069
KC	GOLF	SWING YOUR "IRON"	GAME	9	BASIC	092
KC	WEATHER	PREDICT THE WEATHER	EDUC	9	BASIC	038
KC	RACER	WHITE LINE FEVER	GAME	10	BASIC	050
KC	BASICLI	BASIC UTILITY	UTIL	9	BASIC	009
KC	MIMER	DIG FOR GOLD!	GAME	9	OBJ	039
KC	XMASTREE	SUPER EXCEPTIONAL DEMO	DEMO	10+	OBJ	040
KC	RESBLOND.OBJ	RESCUE THE BLOND	GAME	8	OBJ	016
LC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	015
LC	QT.BAS	GREAT GAME ACTION	GAME	10	BASIC	098
LC	DISKIO.OBJ	PROGRAMMERS DELIGHT	UTIL	10+	OBJ	025
LC	DISKDOC	INSTRUCTIONS FOR DISKIO	INFO	N/A	FILE	002
LC	POPCORN.OBJ	CATCH THE POPCORN	GAME	9	OBJ	029
LC	TEXTMENU	EASY WORD PROCESSOR	UTIL	9	BASIC	124
LC	TEXTDOC	DOC FOR TEXTMENU	UTIL	N/A	FILE	008
LC	XKASCARD	SEASONS GREETINGS!	DEMO	9	BASIC	027
LC	FUNCTION	GREAT MATH LEARNING	EDUC	10	BASIC	103
LC	LOADER	LOAD OBJ. FILES	UTIL	N/A	OBJ	018
LC	LOADDOC	READ BEFORE USING LOAD	INFO	N/A	FILE	005
LC	FILEPRINT	MANIPULATE YOUR PRINT	UTIL	9	BASIC	112
KC	CHES.BAS	CHES CHALLENGE	GAME	10	BASIC	001
KC	SCRABBLE.BAS	FAST PACE WORD GAME	EDUC	9	BASIC	075
KC	WIDE TEXT.BAS	WIDE TEXT ON GR. 8	UTIL	9	BASIC	022
KC	PEEKER.BAS	LOOK INTO ADDRESSES	UTIL	9	BASIC	005
KC	KOALA.BAS	TOUCH TABLET MOUSE!	UTIL	9	BASIC	025
KC	SOLITAIRE.BAS	GREAT BASIC VERSION	GAME	9.5	BASIC	079
KC	MOVER.BAS	DON'T GET CAUGHT!!	GAME	9	BASIC	059
KC	HILIGHT.BAS	CUSTOMIZE YOUR SCREEN	UTIL	9	BASIC	004
KC	ROBOT.BAS	FIGHT TO SAFETY	GAME	9.5	BASIC	060
KC	PALETTE.BAS	JOYSTICK DRAWING PROG.	UTIL	9	BASIC	051
KC	DARK.BAS	ESCAPE FROM THE FOS!	GAME	9	BASIC	085
KC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	010

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
NC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	015
NC	HIGHSEAS.BAS	ADVENTURE GAME	GAME	9	BASIC	000
NC	VANDADV.BAS	ANOTHER ADVENTURE GAME	GAME	9	BASIC	101
NC	WORDADV.BAS	LEARNING PROGRAM	EDUC	9	BASIC	074
NC	SYNDRUM.BAS	COMPUTER DRUM	UTIL	8	BASIC	043
NC	KOOKQUEST.BAS	GREAT ADVENTURE	GAME	10	BASIC	120
NC	HOMELAN.BAS	COST OF LOANS	UTIL	9	BASIC	108
NC	PARATROP.BAS	LAND THE TROOPER	GAME	9	BASIC	035
NC	BASYNTH.BAS	COMPUTER MUSIC (BASE)	UTIL	9	BASIC	014
NC	GUITTNER.BAS	TUNE YOUR GUITAR	UTIL	9	BASIC	011
OC	MENU	DISK DIR. LOAD/GO	UTIL	9	BASIC	010
OC	BLONDEL.OBJ	GOOD GAME ACTION	GAME	10	OBJ	016
OC	ANDRON.EXE	ANOTHER GREAT GAME	GAME	10	OBJ	064
OC	CANYON.OBJ	ENTER THE CANYON!	GAME	10	OBJ	014
OC	REFLECT	CHECK IT OUT!	GAME	9	OBJ	068
OC	GAUNTLET	SPACE GAME EXCEPTIONAL	GAME	10+	OBJ	234
OC	HANGMAN.BAS	JIM WILSON'S GIFT TO US	GAME	10	BASIC	105
OC	TYPER.BAS	TYPING PROGRAM	UTIL	9	BASIC	023
OC	LISTER.BAS	LIST TEXT FILES	UTIL	9	BASIC	018
OC	DEFONT.BAS	CREATE A FONT	UTIL	9	BASIC	019
OC	WORDCNT.BAS	COUNT THE WORDS (ATWT)	UTIL	9	BASIC	006
OC	KALSCOPE.BAS	COMPUTER DESIGNS IT	DEMO	9	BASIC	014
PC	*****	ANALOG MICROCHECK '85	UTIL	10+	BASIC	000
PC	START	MAIN MENU MICROCHECK	UTIL	N/A	BASIC	010
PC	MENU	FILE SELECTIONS	UTIL	N/A	BASIC	019
PC	UTILITY	MICROCHECK UTILITY	UTIL	N/A	BASIC	064
PC	CHECKBOO	CHECKBOOK FILE	UTIL	N/A	BASIC	096
PC	CHECKPRT	PRINTER UTILITY	UTIL	N/A	BASIC	067
PC	CHECKBAL	CHECKBALANCE FILE	UTIL	N/A	BASIC	056
QC	BBSMOVWK.BAS	COMPUTER MOVIE PLAYER	UTIL	10	BASIC	031
QC	NOPE.N.V.M	DOG AND THE FIRE HYDT.	MOVIE	9	FILE	101
QC	BRKBOI.N.V.M	DISCO CHICKEN	MOVIE	10	FILE	079
QC	CAT.N.V.M	CRAZY CAT	MOVIE	9	MOVIE	048
QC	SUZY.N.V.M	"TAKE IT OFF" SUZY!	MOVIE	10	FILE	005
QC	BAH.N.V.M	BAHIE MEETS GODZILLA!	MOVIE	10	FILE	107
QC	GODZILLA.N.V.M	GODZILLA FILE - BAHIE	MOVIE	10	FILE	090
RC	QUEENS.BAS	THE EIGHT QUEENS PROB.	DEMO	10	BASIC	020
RC	SECRET.BAS	CRYPTOGRAPHIC PROGRAM	UTIL	10	BASIC	040
RC	PATCH.BAS	S.A.M. SPEECH EDITOR	UTIL	10	BASIC	074
RC	DIGITIZ.BAS	PATCH FOR PRICE'S PIC	MODIFY	9	BASIC	014
RC	SPASHI.BAS	DOT MATRIX DIGITIZER	UTIL	10	BASIC	022
RC	CRATYR.BAS	DEMO IN BASIC	DEMO	8	BASIC	013
RC	SPACCAV.BAS	COMPUTERIZED CARD GAME	GAME	10+	BASIC	071
RC	DISKIL.BAS	BATTLE IN SPACE	GAME	9	BASIC	007
RC	DATALING.BAS	FIND THOSE LOST FILES	UTIL	10	BASIC	076
RC	HINDUST.BAS	CHECK IT OUT	UTIL	9	BASIC	037
RC	MLSTRING.BAS	REAL MIND-BLOWER!!!	GAME	10	BASIC	029
RC	BOULING.BAS	CREATE HATCH/LAN STRING	UTIL	10	BASIC	013
RC	MENU	BOWLING THE EASY WAY!	UTIL	10	BASIC	044
RC		DISK DIR. LOAD/GO	UTIL	9	BASIC	015

MACE DISK LIBRARY

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
8C	TEXT ADVENT.	FLY THE ENTERPRISE	GAME	10	BASIC	000
8C	MENU	DIRECTORY LOAD/GO	UTIL	9	BASIC	023
8C	PLAY	PLAY THE GAME	GAME	10	BASIC	235
8C	TUTORIAL	LEARN THE GAME	DOC	10	FILE	148
TC	MUSIC1	MUSIC THEORY 1 (LEARN)	EDUC.	10	BASIC	055
TC	MUSIC2	MUSIC THEORY 2 (LEARN)	EDUC.	10	BASIC	060
TC	MUSIC3	MUSIC THEORY 3 (LEARN)	EDUC.	10	BASIC	130
TC	TICTAC	COMPUTERIZED TICTACTOE	GAME	9	BASIC	075
TC	BINGCRITY6	COMPILED TO M/L (FAST)	GAME	10	OBJ	065
TC	MILSBORN	FUN GAME TO PLAY!!	GAME	10	BASIC	062
TC	TWOGUN.OBJ	GUN FIGHT	GAME	9	OBJ	019
TC	LOGO	NICE ATARI DEMO	DEMO	9	OBJ	006
TC	ZURK	ROOMS, SHOOT EM UP!!	GAME	10	BASIC	069
TC	MENU	DIRECTORY LOAD/GO	UTIL	10	BASIC	018
UC	LANTERNP.BAS	KOALA PIC LOADER/PRINT	UTIL	10+	BASIC	062
UC	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	017
UC	LJOHN.PIC	PICTURE	DEMO	10	FILE	027
UC	BRUCE.PIC	PICTURE	DEMO	10	FILE	026
UC	MOOR.PIC	PICTURE	DEMO	10	FILE	035
UC	REAGAN.PIC	PICTURE	DEMO	10	FILE	029
UC	KYTH.PIC	PICTURE	DEMO	10	FILE	023
UC	KRUGE.PIC	PICTURE	DEMO	10	FILE	038
UC	LIFE.PIC	PICTURE	DEMO	10	FILE	029
UC	ELVIRA.PIC	PICTURE	DEMO	10	FILE	024
UC	BOBOTRON.PIC	PICTURE	DEMO	10	FILE	031
UC	STRNTHROP.PIC	PICTURE	DEMO	10	FILE	026
UC	METS.PIC	PICTURE	DEMO	10	FILE	029
UC	YODA2.PIC	PICTURE	DEMO	10	FILE	029
UC	ANALOG.PIC	PICTURE	DEMO	10	FILE	034
UC	INDIANA.PIC	PICTURE	DEMO	10	FILE	042
UC	GARFIELD.PIC	PICTURE	DEMO	10	FILE	031
UC	GIZMO.PIC	PICTURE	DEMO	10	FILE	040

VC LABEL MAKER BOOT DISK by BOB FLOYD UTIL 10+ OBJ ALL

WC	T.A.C.C.S.	BBS PROGRAM--GREG WEIR	COM	10	BASIC	***
WC	MENU.TAC	UTILITY MENU	UTIL	10	BASIC	008
WC	MSGCOMP.TAC	UTILITY PROGRAM	UTIL	10	BASIC	026
WC	TACCS.TAC	BBS MAIN PROGRAM	COM	10	BASIC	205
WC	INIT.TAC	STARTUP PROGRAM	UTIL	10	BASIC	022
WC	TACCS.DOC	DOCUMENTATION	DOC	9	FILE	006
WC	FUNC	BBS SUB FILE	UTIL	9	FILE	099
WC	NEWU	BBS SUB FILE	UTIL	9	FILE	011
WC	WELC	BBS SUB FILE	UTIL	9	FILE	009
WC	INFO	BBS SUB FILE	UTIL	9	FILE	006
WC	HELP	BBS SUB FILE	UTIL	9	FILE	005
WC	OBBS	BBS SUB FILE	UTIL	9	FILE	025
WC	BULL	BBS SUB FILE	UTIL	9	FILE	015
WC	INDX	BBS SUB FILE	UTIL	9	FILE	007
WC	DSEC	BBS SUB FILE	UTIL	9	FILE	012
WC	MFNC	BBS SUB FILE	UTIL	9	FILE	005
WC	EFNC	BBS SUB FILE	UTIL	9	FILE	003
WC	TAPS	BBS SUB FILE	UTIL	9	FILE	002
WC	PASS	BBS SUB FILE	UTIL	9	FILE	004

MACE DISK LIBRARY

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
XC	MODEM PROGRAM	1030 MODEM/OTHERS	UTIL	10	BASIC	***
XC	ANODEM40	TERMINAL PROGRAM	COM	10	BASIC	170
XC	DISKFER	FULL DISK TRANSFER	COM	10	BASIC	050
XC	ANODEM44	TERMINAL PROGRAM	COM	10	BASIC	127
XC	ANODEM41	TERMINAL PROGRAM	COM	10	BASIC	111
XC	MENU	DISK DIR LOAD/GO	UTIL	10	BASIC	020
XC	ANODEM42	TERMINAL PROGRAM	COM	10	BASIC	045
YC	MENU	DISK DIR LOAD/GO	UTIL	10	BASIC	010
YC	DODGER	SLIP-BY IN SPACE	GAME	9+	BASIC	047
YC	LATZLOAD	VERY NICE MENU PROGRAM	UTIL	10	BASIC	039
YC	ARENA	MANY ROOMS IN SPACE!!!	GAME	10	BASIC	056
YC	MODEMIX	MIX GRAPHICS MODES	UTIL	10	BASIC	070
YC	BEERPRTY	WHICH BEER IS THE BEST	UTIL	10	BASIC	045
YC	BOULDER	BOULDER DASH IN BASIC7	GAME	10	OBJ	053
YC	SCRIPT30	POOR MANS WORD PROCESS	UTIL	10+	OBJ	047
YC	SCRIPDOC	INSTRUCTION FOR ABOVE	TEXT	10	FILE	016
YC	HOMEICAL	FIGURES OUT YOUR DEBT	UTIL	10+	BASIC	104
YC	LOANSHRK	NICELY DONE LOAN ANAL.	UTIL	10	BASIC	042
ZC	TAXES '85	BY BOB PETTAPICIE 1985	UTIL	10+	BASIC	777
ZC	TAXES	MAIN PROGRAM	UTIL	10+	BASIC	111
ZC	DEDUCTN8.84	SUB FILE	DATA	NA	BASIC	001
ZC	TAXSPAD.84	SUB FILE	UTIL	NA	BASIC	001
ZC	ENTRYTOT.84	SUB FILE	UTIL	NA	BASIC	001
ZC	DEDUCTN8.85	SUB FILE	UTIL	NA	BASIC	001
ZC	TAXSPAD.85	SUB FILE	UTIL	NA	BASIC	001
ZC	ENTRYTOT.85	SUB FILE	UTIL	NA	BASIC	001
ZC	SCRATCH	SUB FILE	UTIL	NA	BASIC	001

M.A.C.E. PUBLIC DOMAIN
DISK LIBRARY
MAIL ORDER INFO:

First Diskette ... \$6.00 each
Add'l Diskettes ... \$5.00 each
Printed Catalogues:
Volumes 1-5 @ \$1.00 each

Proprietary Disks are sold
at M.A.C.E. meetings ONLY!

Send orders with your
M.A.C.E. membership number
and your check to:
M.A.C.E. Disk Library
P.O. Box 2785
Southfield, MI 48037

EXPLORING THE HAPPY 'C'

By Kumar Bhatia
AXXON OF CANADA

This article has been written for educational purposes, only. This is the result of many hours of work by the author and no guarantee is expressed nor implied as to the accuracy of the research. Off the record, I wish to say that this article is hopefully PART 1 of many more on this topic. There is no affiliation between AXXON nor the author, and HAPPY INC. The focus is on the Happy 810 but reference is made to the Happy 1050. (Both names are registered trademarks of HAPPY COMPUTING INC.)

What is a HAPPY? A HAPPY is a hardware modification available for the ATARI 810 (Single Density) and ATARI 1050 (Single/Partial/Double Density) disk drives. The product is the invention of Richard Adams of, appropriately enough, HAPPY COMPUTING of California. When installed in the drive, the unit permits the user to BACKUP virtually ANY piece of software in his/her library. The HAPPY duplicates the SOURCE disk by making a verbatim copy, period! You may be wondering as to why you cannot make a "verbatim" backup of your protected disks without this hardware piece or what does this unit actually do? To answer this question, a back-to-basics explanation will simplify matters. Both the 810 and the 1050 drives are referred to as SMART drives. This is due to the fact that each unit has in its circuitry a MICROPROCESSOR and support electronics. A 6507 (8K memory map support, maximum) micro is in both ATARI drives. The drive having its own micro, has its own OPERATING SYSTEM (OS) in ROM or EPROM which contains a set of instructions which governs the functions on the drives. Functions such as READ (\$52), WRITE (\$57), STATUS (\$53) and FORMAT (\$21) are common to ALL ATARI compatible drives. The values in the enclosed brackets are the COMMAND bytes which initiate the function. A HAPPY mod is a completely new OS for your drive which

permits the host computer to communicate with more commands. For example, a USER DEFINED program could be downloaded to the RAM in the drive to be executed. The program could read, write or format the protection on a diskette and transfer the data to or from the host. In a "nutshell" that is what the HAPPY mod does. The electronics provide your drive with a DATA SEPARATOR to assure a reliable save or load of data and MEMORY ADDRESSING circuitry for the 4K STATIC RAM and 4K EPROM operating system. To be specific, the HAPPY can recognize or ignore ("SLOW IT DOWN") special commands which permits copying of protected diskettes. Meanwhile a standard drive does not understand these commands and hence is unable to execute them.

Now let us focus on the software which programs this unit. I chose to work in more detail with HAPPY 7.0 software since it is the latest release and is also common to both the 810 and the 1050 drives. At this moment I'd like to mention that this software does require an upgrade (on older HAPPYIES) to a custom 8K BANK-SWITCHING EPROM, which will not be discussed here. The HAPPY BACKUP, function 4 on the main menu, loads in at \$400 to lower \$4000 region (exact end address is unknown). Pieces of the HAPPY COMPACTOR are also loaded in and utilized when required. Memory location \$88 holds the TRACK # that the drive is currently working on. This number can be changed as you wish to ANY number, literally, since no check is made as to whether the # is greater than 40 (The absolute maximum track which is physically accessible). If any number greater than 39 (decimal=40 if counting from 1) is used the drive will slam in an attempt to find the impossible track. The RUN address for "COPY ANY DISK" is \$050E. This will force the drive to initialize itself for backing up protected diskettes. Unlike standard

disk copiers which read in 128 bytes per sector, or 18 sectors per track, the HAPPY is quite flexible and requires quite a number of bytes extra for overhead. The overhead is for FORMAT and SYNCHRONIZING bytes which sometimes exceeds 128 bytes per track. These Format bytes are not accessible through plain disk drives, but are necessary to transform an unformatted disk to an ATARI diskette. Altering these bytes is one method of many to yield Unreadable Formats, Bad Sectors, Double Sectors, etc. The RAMTOP value is determined by the values read in locations \$2E5 (lo byte) and \$2E6 (hi byte). The routine at location \$1DDD subtracts from the HIRAM values to determine whether we are out of RAM. Changing locations \$1DED to \$EA,\$E9,\$LL (lo byte of new RAMTOP) and locations \$1DF2 to \$EA,\$E9,\$HH (hi byte of new RAMTOP) can make the HAPPY software see more, less, or a constrained RAMTOP. Yes, you can also set your own START of RAM for the HAPPY to store its disk information but we shall have a look at that next time. For now, I'll leave you with this: There is a table of TRACK NUMBERS for the READING process and a separate table, immediately following the first, for the WRITING process in the HAPPY software. Altering this will permit you to move protection from one track to another to your liking! Next time we'll have a look at the software to perform such a task along with a program to transfer a protected disk over the phone. Until then HAPPY COMPUTING! (Pun intended).

M.A.C.E. DATES

The following are General Meeting dates for the remainder of 1986:

Oct. 21st
Nov. 25th
Dec. 16th

Where: Southfield Civic
Center Pavilion

When: Doors open 7:00 P.M.
Meeting begins 7:30 P.M.

Reminder: Public domain disk library open to members ONLY! Bring a friend.

ST BBSystems

The following list of ST BBSystems was uploaded to the M.A.C.E. EAST BBS message base.

BITS & BYTES (WESTLAND)
(313) 595-3172
7:00PM - 7:00AM
300/1200 bps

CLUB II (FONTIAC)
(313) 334-8877
24 hours
300/1200 bps

GRYPHON (FONTIAC/MICHTRON)
(313) 332-5452
24 hours
300/1200/2400 bps

RITEWAY (WARREN)
(313) 751-2509
9:00PM - 8:00AM
300/1200/2400 bps

SUPERSOFT (CANTON?)
(313) 981-0970
24 hours
300/1200 bps

SUPERBOARD (ROYAL JAK??)
(313) 543-8349
24 hours
300/1200 bps

TONYS CORNER (WARREN)
(313) 754-1131
24 hours
300/1200/2400 bps

UNCLASSIFIED

From M.A.C.E. Members

WANTED: Checkers program for 8-bit ATARI computers. Play against another person or computer. Doesn't matter if BASIC or BINARY version.

Call: Gary Walsh #2661
(313) 373-6098

FLYING THE ST

by
Allen P. Bargaen

ST Writer v 1.07

A nice piece of free software for word processing.

Before getting too deeply into this column, I wanted to tell you that this article is being written with the help of the ST Writer, version 1.07. For those of you looking for a word processor for the ST that encompasses many of the features found in more expensive word processors, this could very well be the one for you. Version 1.07 has a very nice feature when using the monochrome monitor. It allows you to see 37 lines of text rather than the standard 20, quite a lot more text on the screen than usual. As far as text visibility is concerned, anyone with a monochrome monitor will tell you that text on the ST screen in monochrome is as good, or better than any dedicated word processor screen. The upgraded version comes with documentation files and is easily downloaded from CIS or any number of ST supported BBS's around the country. There are 9 files in all and let's face it, you will never get a better deal, it's free for the taking!

As I write this column, the ST continues to outsell the Amiga at an incredible 10/1 ratio. In Germany, the ST is now the number one personal computer, while England and France continue their love affair with the system. Many good pieces of software for the ST are being written in Europe and the flood gates have burst with newer upgrades of existing software eliminating some of the bugs found in earlier versions. At this stage of the ST's life, there are more pieces of commercial software available than there was for the Mac a year after it was released to the market. That in itself is a strong statement of the popularity of the machine.

While there may be a large base of soft-

ware developing for the ST, it is fair to say that there is also a lot of trashy programs out there that one should avoid. If you have a program that you feel is not worth the hard earned money you paid for it, drop me a note, c/o the Editor and we will publish your comments for others to read.

GST anyone?

The new Atari will have an 68020 microprocessor 4 Mbytes (8?) and run on Unix c/w MS-DOS. Available mid 87.

A few months ago, I mentioned that BORLAND was about to release a good portion of their impressive software (developed for the IBM) for the ST. BORLAND is a success story in itself, having achieved prominence in the software field in a few short years with such products as Reflex, The Analyst, Superkey, Sidekick, Turbo Lightning, Turbo Prolog, Turbo Pascal, etc. etc. While no availability of these products has yet been made, I predict that many of these titles will be released for the ST before Christmas. If they are as good on the ST as they are on the IBM, you're gonna love them!

Some of the other titles worth mentioning for the ST are:

1. The Graphic Artist

CAD for the ST.

2. CAD-3D

CAD for the ST.

3. Boffin

A full featured word processor with graphics insert.

4. Degas elite

A drawing program worth its weight in STs.

5. Flash

A telecommunications package you're gonna like.

6. Zoomracks

An integrated data base.

7. VIP

An electronic spreadsheet.

Plus many others. These are just a tiny sampling of the heavyweight programs out there. The list of excellent programs is too long to publish these days. The Atari manual, listing programs for dealers is now about 500 pages long.

=====

Artificial Intelligence for the ST?
You bet!

=====

One of the most interesting pieces of software to be released for the ST market is one called Expert Opinion by Mind Soft of France. If you are not as yet familiar with the term AI, then you better do some reading. AI stands for Artificial Intelligence, and Expert Opinion fits right into that category. AI has never been a factor with the previous Atari systems because it requires RAM, lots of it for computation. While 1 Mbyte is relatively small for complex AI programs, many limited applications are within the boundaries of a 1 Mbyte fence. Since 1 Mbyte is more than most computers have, we are not suffering any loss here. Expert Opinion with your creative mind can transform the power of the ST into an AI system. Essentially what the program does is use a knowledge base (which you or someone else writes) to create a series of answers to complex questions. You may use it for what/if projections, or complex deduction. The program is a link to your mind. My predictions for this program is that it will be one of the most sought after programs for the ST. Why? Because it truly shows the power of the AI interface. Price, around \$99.00 US. Available now.

Good news from Atari. The Blitter chip (Bit Block Transfer) is almost ready for release, and will be readily installed in either the existing 520 or 1040 machines. The AMY chip however, when released will have to be installed in a cartridge that will plug into the slot on all existing machines. The price of being a Pioneer!

PROPOSED AMENDMENTS

From M.A.C.E. Members

The following items are proposed amendments to the M.A.C.E. Constitution. This article is formal notification that M.A.C.E. will be holding a vote on these amendments, at the October 21, 1986 general meeting. We will discuss each amendment before a vote is taken.

Proposed amendment #1:

All M.A.C.E. officers shall be at least 18 years of age when elected to office. [Officers often sign contracts for M.A.C.E. and one must be 18 years of age to do so in Michigan.]

Proposed amendment #2:

M.A.C.E. officers cannot be employees or owners of computer stores or companies that sell software or hardware for ATARI computers. [This is to prevent possible conflict of interest charges.]

Proposed amendment #3:

M.A.C.E. officers shall be compensated by the renewal of their M.A.C.E. membership, during their term of office. When it is time for their membership renewal, their membership will be extended for one additional year at no charge.

Any officer not serving a full year, will receive free membership equal to the number of month's they serve(d) as an officer.

Proposed amendment #4:

Creation of a new M.A.C.E. officer position: Convention Manager. This officer would have the same voting rights as the existing 9 officer positions.

(continued on page 17)

ST SIG MINUTES

by
Richard L. Staff

The ST SIG is a M.A.C.E. Special Interest Group for the 16-bit Atari ST computers. We meet on the first Tuesday of the month at 7:30 p.m. in the Southfield Civic Center. The first half hour is usually general discussion and social time. There will be a one dollar (\$1.00) cover charge to offset room rental.

The August 5th meeting began with a discussion about organizing. Three possible leadership positions were proposed. They were: Chairperson, Recording Secretary, and Topic leader. A steering committee of three (Steve Mileski, Victor Farkas, Jr., and Ed Hanson) was appointed, hopefully from which the eventual leadership positions could be filled.

There was a vote on the need for MACE membership to allow participation in the ST SIG. It was decided that a non-MACE member could attend the ST SIG three (3) times before being required to become a MACE member.

Miscellaneous: There was a discussion about having sub-SIG's within the ST SIG (which would require MACE membership). Possible sub-SIG's included: PASCAL, databases, C, music, BASIC, graphics, etc. MACE's acting president gave a short pep talk. Soft-House Computer Center from Garden City passed out a hand-out. There was a proposal that the ST SIG come up/out with a New ST Users Guide.

Main Topic for Next Month (September): A New Beginning --- Fundamentals on using the ST. Tod Meitzner and others will be the presenters. Will include boot-up procedures and using the desktop accessories.

PS: Possible surprise topic!!!

FROM THE ACTING CORRESPONDING SECRETARY

Jim Kennedy

I doubt if you've seen many columns from previous Corresponding Secretaries, so I thought I would break ground for officers other than the President and Editor.

I thought this might be a good way for me to pass on any little tid-bits of information that I may have picked-up. Afterall, I do pick up the clubs mail. Which means I see A LOT of newsletters from other clubs, not that I read all sixty or seventy of them (each month)! But of the ones I do get a chance at, I sometimes find interesting items. NOTE: I don't always remember my sources, but I'll work on that.

TID-BITS: Atari Corp. is moving towards disk-based software. Did you notice how AtariWriter Plus wasn't on cartridge like AtariWriter was? And how about Star Raiders II? I hope they don't stop making cartridges altogether. But it has to do with disks being cheaper!

M.U.L.E. by Electronic Arts is available for the XL/XE computers! If you remember, M.U.L.E. required four joystick ports to work, hence XL/XE users were out in the cold. Make sure you specify this version when ordering.

The September '86 issue of "Consumer Reports" has a comparison of the Atari 520ST and the Commodore Amiga.

"ANALOG Computing" has published an extensive list of ST software in its July '86 issue. (SOURCE: "Micro of Monmouth" (MOM) newsletter, April/May '86.

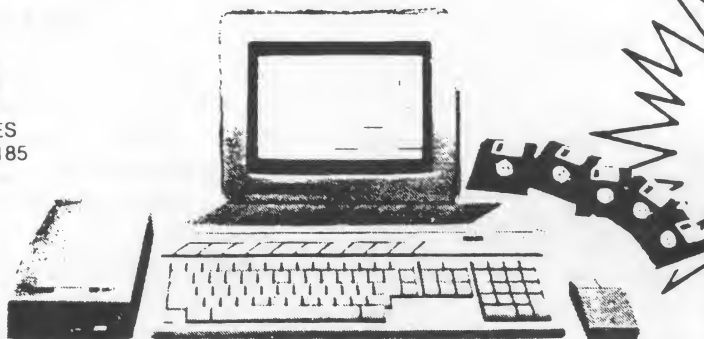
The newsletters our club exchanges with, come from as far away as; Australia, and now the West Indies!

THE ATARI 520ST SYSTEM

**BASIC
BITS 'N' BYTES**

PERSONAL COMPUTER & SUPPLIES
34815 FORD RD. WESTLAND, MI 48185

(313) 595-3171



\$599
ATARI
520 SYSTEM

**BUY AN ATARI 520 ST SYSTEM AND RECEIVE
A BONUS STARTER PACKAGE WORTH **\$600****

★ BUILT-IN FEATURES ★

512 MEMORY – ENOUGH TO HANDLE THE EXTENSIVE PROGRAMS

8.0 MHz SPEED – RECEIVE OR LOAD INFORMATION QUICKER

MOUSE – CONTROLLER FOR EASY USE W/ OUT THE KEYBOARD

3 VOICES – FROM 30 Hz TO 125 KHz FOR WHATEVER SOUND YOU WANT

BUILT-IN PORTS PRINTER - MODEM- MIDI-JOYSTICK & MOUSE

GRAPHICS – 512 COLORS FOR THE ARTISTS TOUCH

GEM – OPERATING SYSTEM - SELF EXPLANATORY FOR EASY USE

KEYBOARD – STANDARD WITH 95 KEYS - SEPARATE NUMBER & CURSOR SETS

MICROPROCESSOR – 16 - BIT EXTERNAL 32 - BIT INTERNAL

TIME CLOCK – KEEPS THE TIME AND DATE FOR EASY ACCESS

FREE STARTER PACKAGE

\$200 FREE SOFTWARE

1ST WORD -

WORD PROCESSOR FOR GEM
HIGH SPEED W/VERSATILITY

NEOCHROME -

A PAINTING PROGRAM THAT
MAKES PAINTING FUN AND EASY

BASIC - LANGUAGE

FOR EDITING AND DEBUGING
W/OTHER PROVISIONS

ST WRITER -

WORKS W/MONOCHROME & COLOR.
CENTERS, DOUBLE COLUMN & MORE

MEGAROIDS -

BCAST ASTEROIDS AS WAVE
AFTER WAVE HEADS YOUR WAY

LOGO - LANGUAGE

FOR GEN - RUN, LIST AND TRACE
A PROGRAM SIMULTANEOUSLY

\$75 FREE RENTAL CLUB -

THE \$75 MEMBERSHIP FEE IS FREE W/PACKAGE

\$50 FREE RENTALS -

GET \$50
IN FREE RENTAL COUPONS

\$150 FREE VIP PROFESSIONAL -

CALC SPRED SHEET, DATABASE, GRAPHING
PROGRAM LIKE LOTUS 1-2-3

\$125 MONEY SAVING COUPONS -

FOR GREAT SAVINGS ON PRINTERS, MODEMS. ETC.

REVIEW OF BASIC VIEW PROGRAM

SOFTVIEW CONCEPTS

by William E. Schlick

I recently received a program called BASIC VIEW from SOFTWARE CONCEPTS of LISLE, ILL. It was advertised as being able to help locate troublesome BUGS by showing a step by step execution of any ATARI BASIC program. BASIC VIEW is a menu driven program that is controlled by an ordinary joystick. The commands allow you to run your program; start/stop program execution; list program; set breakpoints; alter the speed of execution; observe and alter variables. The 25 page manual begins with an easy to follow introduction on booting the disk using ATARI DOS, or OSS DOS XL. Loading time is under 30 seconds and it will automatically return to BASIC. You can then type in your program or load it from disk. Type 'VIEW' and off you go.

At this point in working with a new piece of software the manual and I sometimes part company, either because the reading takes on the tone that the user already has mastered the program, or the manual was written for another computer line, please see erratum sheet, goodbye, good luck. Not so with BASIC VIEW. The disk comes complete with 3 demo programs which are used to try out ALL the program commands. In fact the manual is laid out as an extremely well written tutorial which I found to be easy and painstakingly clear to follow.

OK, now for what BASIC VIEW is about. Once your program is loaded in, by typing 'VIEW' you will see the main menu screen. It is divided into three sections, the top portion is called the listing section in which will be displayed eleven lines of your program, with the 'current' line being displayed in inverse video. The middle portion is called the menu section. Its commands are accessed through using a joystick plugged into port #1. By moving the joystick up, down, right, and left a small arrow will jump between the available commands.

Once a command has been selected, pressing the trigger button will execute the command or, in some cases, allow data entry via the keyboard. The main menu commands are LIST, BASIC, RUN, CONT, VAR-MENU. In addition to the commands you will see three small boxes called cells, they are CURRENT, STOP and COUNT. The bottom screen portion is called the display section which will show the present values of the variables and memory locations your program uses. The LIST command allows you to fine scroll your program in the listing section up or down or pause. When you are done, by pressing the trigger button, your program will return to the displayed listing you began with. The RUN command places the program in a trace mode, but unlike other simple trace programs you actually watch the program execute each line, while you control the speed with the joystick. Press the trigger and the program stops, select CONT command and continue or start again with RUN. You may also do inputs from the keyboard if your program requests them. If there are any graphics being done they may be viewed as the program is running by pressing the option key. Pressing the option key will toggle between the BASIC VIEW screen and your graphics screen, neat. By using the CURRENT and STOP line cells you may specify start and stop points in the program as well as using the trigger to start/stop. Another nice feature is called COUNT. In the COUNT cell will be an integer you have typed in which will decrement each time the line number in the STOP line cell is executed. This is used if you have a loop which is going awry. Set the STOP line cell to one of the lines in the loop and the COUNT cell to the number of times you wish the program to loop. Program variables in the display section can be viewed by using the FIND and BROWSE commands. The FIND command will locate the variable you select or the closest alphabetically

spelled match. The BROWSE command allows viewing the variables your program uses. They are placed in alphabetical order and can be scrolled into the display section. The cell below each variable will indicate its current value. A number of sub-menus allow you to find and browse through variables by name or element number. Once the variable or its element is in the display section you will be able to observe its value change as the program is run. The variables may have their values changed by you at anytime. This is a great way to observe the effects of different variable values as, for example, a picture being drawn. You can watch the screen, option key back to BASIC VIEW, change variables, and option key back and forth until the picture is just right. You can jump to BASIC with the BASIC command, work over your program and jump back to BASIC VIEW. But we're not done yet. You may also use BASIC VIEW to display the values of memory locations, the values of five locations will be in the display section where they can be browsed over.

Well, there you have it, the 10 minute tour of what has to be one of the best utilities this year. I expect that you will be pleased with the program's clearly thought out actions and versatility. If you are just a beginner or an advanced programmer and have ever spent a long night wondering why your program went wrong, or maybe you just want to see how a program from a magazine really executes, then BASIC VIEW is the program you want. BASIC VIEW is available through SOFTVIEW CONCEPTS P.O. Box 1325 Lisle, IL 60532. The magazine price is \$20.00, but M.A.C.E. members can order one for \$18.00 by check or money order.

ERRATUM

By D.F.Neff

Page 20 of the September MACE Journal contains a one-line routine titled WHOOPS!!. Although the routine works as shown, it will work better if you add USR to it:

POKE 3118,0 : X=USR(6047) <RETURN>

SY DRAFT
OFFICE, ART & DRAFTING SUPPLIES



DRAFT

LINCOLN CENTER
28130 Greenfield
Oak Park, MI 48237
Phone
(313) 968-2620

YOUR WORD PROCESSING CENTER

DOUBLE-UP DISK PUNCH \$ 7.95
DATA CASE (HOLDS 50) \$ 7.98
MINIDEX DISK STORAGE \$ 17.00
PANASONIC 1091 PRINTER \$249.00

SSDD DISKS: 10 for \$ 5.98
100 for \$ 55.00
1000 for \$500.00

PAPERCLIP W/SPELL PACK \$ 34.95
ATARIWRITER PLUS \$ 34.95

ATARI PRINT SHOP \$ 30.00
ATARI GRAPHICS LIBRARY \$ 19.00
PRINT SHOP

COMPANION DISK \$ 26.00

AVATEX 1200 MODEM \$125.00
FLIGHT SIMULATOR II \$ 34.95

WE HAVE A WIDE SELECTION OF ST SOFTWARE!

SPECIAL PRICES WITH THIS AD

CALL US BEFORE YOU BUY

WE HAVE HARD-TO-FIND ITEMS LIKE:

PRINT SHOP COLORED PAPER AND ENVELOPES, COLORED RIBBONS

**** SOFTWARE IS ALWAYS 30% OFF ****

MODEM FUN

by Gordon Totty

There is a fellow at the office where I work who believes that I am an "expert" when it comes to home computers. This is because I have read more magazine articles than he has, and occasionally manage to quote almost correctly something I have read. Yet, nothing makes me feel less an expert than to sit down to write something for the M.A.C.E. Journal. So many of you are such real experts, and this article, in particular, comes to you from "beginner city"!

This question of perceived expertise seems in large measure to relate directly to how long one has owned equipment. If you have owned your machine longer than I, then I regard you as an expert. If I have owned my computer longer than another, then that person may think I am an expert. By that scale, most of you may want to skip this article ... I am brand new to telecomputing, and these are my first impressions. Of interest, I hope, to those who are still thinking about trying it.

I bought the Atari 1030 Modem. A toy, in the eyes of many, but of interest to me because it was very inexpensive and I had grave doubts about my interest in telecomputing. Keep the investment down; it might be wasted money, I thought. A major concern was what might happen to my telephone bill. Now, with hindsight, I can say that the 1030 is very adequate; I enjoy telecomputing to some extent, and the telephone bill has not been too high.

The 1030 is a small box with an on/off switch and two red lights on front ("on" and "ready"). It "daisy chains" into the back of my disk drive and has a telephone jack for the phone outlet. You can plug a telephone into the back of the modem. Very simple.

It is a 300 baud modem. For the technically minded, this means slow. For the technically inquisitive, baud rate, according to the manual that came with

the modem, means, "Unit of signaling speed expressed in number of discrete events per second." Bit rate means, "The speed at which binary digits are transmitted." Now, for the technically superior, a quiz: "baud rate = bit rate." (True or False? Why? Cite the exception.)

The Atari 1030 Modem comes with built in software: ModemLink. It is limited severely by the fact that you can not have a program recorder connected to the system and you can not have a disk drive turned on while using ModemLink. Apparently, even Atari concedes that ModemLink is not so hot, because they package additional free software with the modem. My package included the Antic 1030 Communication Disk, which I had thought I could only get by purchasing my modem from Antic by mail.

The Antic disk is loaded and has only 14 free sectors. From this master disk you can create four bootable telecommunication disks: (1) AMODEM by Jim Steinbrecher (a longtime M.A.C.E. member and owner of Sector One International), (2) TSCOPE by Joe Miller, (3) TERM1030 by Matthew Arrington, and (4) DISKLINK (no author identified). This should be enough to get anyone started! AMODEM is, I believe, a "classic" in its field. While I used it for a while and found it serviceable, I later found a program I like better.

Before we get to that, let me tell you what convinced me to get a modem. At a M.A.C.E. meeting some time ago I got into a conversation with a fellow who had one, and who was thrilled with the performance of PRO*TERM. PRO*TERM was published by Antic in the August 1985 issue. It has the honor of being the second longest type-in program ever published by Antic. It was written by Matthew Arrington, who also wrote TERM1030. The fellow I was talking with was particularly happy with the way

PRO*TERM handled downloading, and joyously described filling up disks with public domain software. "What about your phone bill?" said I. "Listen," he replied, "compared to the time spent typing this stuff in from magazines I figure a few bucks to load a disk is worth it!" That sure made sense to my tired eyes and mashed fingers! I was hooked.

So, after getting my modem, I was looking for PRO*TERM. No way would I type that one in! And I got sidetracked by another M.A.C.E. member, our Disk Librarian, Dave Zappa. (Is he really Frank's brother?) He told me that 1030 EXPRESS! was even better. This I bought from the M.A.C.E. disk library, which also has AMODEM and PRO*TERM (and probably others).

I like 1030EXPRESS! very much!! I'm not going to go into a lot of detail here, but it has two full screens of single key press commands. Further, it has a separate dial menu which is also loaded with features, such as continuous autodialing of a single number, sequential autodialing of several numbers, and the ability to save two user-defined macros per phone number, such as user ID and password. This program is worth an entire review all by itself; enough for now. Except the credit ... it was written by Keith Ledbetter in the Action! language. Keith has copywrited this program, but read this quote from his instructions: "And, last but not least, please pass this program along to your friends with 1030 modems. The program was written to be given away freely, in hopes that it will make some 1030 owners a little more happier with their Atari modems."

It has made me very happy, Keith, and I not only thank you and others like you (Jim Steinbrecher would be another example) produce something for sale and strike it rich. These kinds of people could be the glue that will hold M.A.C.E. together much better than Atari Corp. ever will or could.

Now I was ready to call somebody up, and I was very nervous about it. I decided

to start with CompuServe, since I had an hour of free time that came with my modem. The instructions seemed confusing at first, but after two readings and careful underlining I began to think I was ready. I remember thinking this is it! Welcome to modern times! High speed telecommunications are going to flow right into my own home. At this point I am thrilled; the family is not ... they are not even watching. Good thing. I connected (via a local telephone number, thank goodness), and after a greeting my screen filled with some recognizable words and a lot of "garbage". Oh, woe! CompuServe is not for Ataris!! For you experts, have a laugh: I was in Atascii; supposed to be in Ascii. You should have seen me smile when I got that problem fixed, but not before I logged off, reread everything in sight, found my dumb mistake (only my 716,285th, but who's counting), and redialed.

Corny time again. It really is a thrill at first to watch something from far away Ohio, wherever that is, printing out on your screen at lightning speed. Today Ohio, tomorrow the world!

Past the initial thrill, CompuServe is something that grew on me slowly. At first I thought it was a lot of junk held together by an incomprehensible system of menus. But at this point I am rather enjoying it though in a limited way. I will not attempt a review of the service here, but will pass on a tip or two and my impressions, which are still being formed.

Get a Starter Kit. These include five free hours of connect time worth \$30.00 and can be found around town for less than that amount. The manual included in the kit will not teach you very well, but it is a useful reference document.

Buy How To Get the Most Out Of CompuServe, Second Edition, by Charles Bowen and David Peyton, Bantam Computer Books, 1986. Buy it from CompuServe on line for a real treat. It is the only thing I have bought via computer so far, and I was very pleased with how fast it arrived. It is a \$16.96 trade paperback

that CompuServe sells for \$14.95, and it includes a \$6.00 usage credit for CompuServe. I think it is a bargain, and if you are a beginner at this it is just the book you need. It reads very fast, and it is very basic, but it is clear and easy to comprehend. With it you will approach CompuServe a lot more confident and much better prepared than you can get with anything else CompuServe provides.

Try to learn your way around as fast as you can without too much dependence on the menus; they really can slow things down if what you are trying to reach is "buried" about four levels down. Jot down the identifiers in the upper right corner of screens, or locations, that are of interest to you. Later a command of the form GO(screen) will take you right back to that location.

Don't be too surprised when you get lost in CompuServe. It has happened to me twice in my very limited experience with the service. The second time I was locked into reading some indecipherable message (wish I could remember it) that printed over and over and over with about a three second delay between each printing. All commands were useless! I couldn't even log off; it ignored everything I tried and just kept sending me a one-line message. Finally, I just severed the connection, which CompuServe advises against. I had no other choice. This ever happen to any of you experts? What did you do?

Don't miss the Atari SIG on CompuServe. The files available for downloading are enormous. The only problem seems to be that, apart from general categorization (e.g., games, utilities, telecommunications, etc.), you cannot tell what you are getting until you get it. This is where I first experienced a concern about 300 baud. I downloaded a file, BOINK, which I knew was the Amiga bouncing ball demo rewritten to run on an 8-bit Atari. I really enjoyed doing this, but must say that it seemed to take forever. The file itself is binary, and I believe is about 10K long. My second download produced a file that does not run properly. (you may have seen it at a

M.A.C.E. meeting: the bouncing Fuji). This is very discouraging when you have invested about 20-25 minutes of connect time downloading one file and it is useless.

So much for CompuServe at this time. Perhaps I'll do an article about it later.

The only other contact I have made is with the M.A.C.E. West Bulletin Board. I had trouble here because I do not understand the commands the board uses. A few years ago, M.A.C.E. ran two articles on how to use the M.A.C.E. boards. I have one of these articles, but not the other, and the commands have changed some since then. How about it, you M.A.C.E. sysops, could you dust these articles off, update them, and reprint them?

I find myself also hoping that M.A.C.E. still intends, as announced a few months ago, to expand the bulletin board network. Both boards are a long distance call for me.

(AMENDMENTS from page 10)

Convention Manager: He/she shall be responsible for coordinating all activities necessary for the planning and holding of any M.A.C.E. sponsored conventions (ie. TARICON). He/she will be chairperson for a Convention SIG, that would handle all matters concerning said conventions.

Since M.A.C.E. does not sponsor such events on a yearly basis, this officer position would only exist after the membership has voted to sponsor the event. The office of Convention Manager would be removed from the board of directors 60 days following the completion of a convention.

If Proposed amendment #4 is approved and becomes a part of the M.A.C.E. Constitution on October 21st, we will immediately hold an election to fill the position of Convention Manager. Any interested member should contact a M.A.C.E. officer to indicate his/her candidacy for this officer position.

SECTOR ONE COMPUTERS

"- YOUR ATARI COMPUTER STORE -"

**POWER WITHOUT
THE PRICE**

I ♥ MY ATARI

TRADE IN'S
SERVICE DEPT.
SERVICE CONTRACTS
USED HARDWARE

We Do Upgrades
on ALL
ATARI COMPUTERS

**FIRST YEAR
ANNIVERSARY
CELEBRATION
AT OUR NEW
LOCATION**

Now Forming Machine Language Classes
Basic Computer Classes Also Available
Call For More Information

Mon., Fri., Sat. 10-8 p.m.
Tues. thru Thurs. 10-6 p.m.

978-2208

3685 15 Mile
Hatherly Commons Plaza
(Corner of Ryan at 15 Mile)

**1040 ST
520ST**

**NEW ITEMS
ARRIVING DAILY**

**520 STATION
HABA MODEM**

**PACKARD BELL MODEM
HIPPOVISION
PRINTER STANDS
HAPPY BACKUP**

**CERTICARE
ATARI CERTIFIED
REPAIR CENTER
MECHANIC ON DUTY
ALL WORK
GUARANTEED
NO APPOINTMENT
NEEDED**

**HAVE YOUR COMPUTER
WINTERIZED NOW**



**WE DON'T DABBLE
IN ATARI
WE SPECIALIZE
WITH ATARI**

**DON'T SEE IT
CALL US**

**FREE ESTIMATE FOR
MACE MEMBERS**

**STATE OF THE ART
COMPUTER SYSTEMS**



WITH CARD GOOD OCT. 1-31st. 1986

Quality Components

SERVICE—RELIABILITY—COMPETITIVE PRICES

ARE YOU LOOKING FOR
Power Without the Price™

**FACTORY AUTHORIZED
DEALER & SERVICE**

CALL US BEFORE YOU BUY
WE HAVE HARD TO FIND ITEMS

STAR RAIDERS II

Reviewed by Jim Kennedy

Atari Corp.
1196 Borregas Avenue
Sunnyvale, CA 94086
(408) 745-2000
\$19.95, 48K disk (800/XL/XE)
(Joystick required)

This is the sequel to Star Raiders (first released back around 1980). For those of you familiar with Star Raiders, Star Raiders II is quite different. The objective is the basically the same, protect your space stations. With the exception in Star Raiders II you also have to protect your planets! Otherwise, the graphics are totally different from its original.

At the beginning of the game, your in orbit around one of your four planets. The view is looking out of your Liberty Star Fighter. You can see the planet below, attacking Zylon Fighters, Message Window, and Master Computer Display. The message window is on the top of the screen, and it gives you valuable information about the status of your fighter and your galaxy. Your Master Computer Display is located on the bottom of the screen and its always visible, no matter what screen your looking at. By the way, there are only three game screens (e.g. orbiting a planet or sun, System Chart, and space). But don't let the number of graphic screens sway you into not buying this game, read on!

Your Master Computer Display contains; an Energy Level Gauge (keep an eye on this), Weapons Indicator, Surface Star Burst (SSB's) magazine (tells how many bombs you have left), Pulse Laser Cannon Temperature bars (watch these too!), Tactical Scanner (your radar), plus other decorative items (that look nice).

When the game first starts, you to have shoot down the attacking Zylon fighters. Once done, you hit your <Space Bar> which

displays the Galaxy Chart. Using your joystick, move the pointer to each of your planets and check the status of each. If there are any Zylon Fighters or Destroyers on the planets, you must Hyperspace there and destroy them. Destroyers usually need about three direct hits to destroy. Command Ships are the hardest to hit, if you miss and it hits you --- your dead! Once you've cleaned up your planets, you have to buy yourself some time by destroying some of the incoming alien squadrons (the ones closest to your planets). Then re-fuel by docking at a space station (don't forget you have to protect those too), and hyperspace to the Procyon Star System (the alien galaxy). This is where all of the Zylons are coming from!!!

Once in the Procyon Star System, you must destroy ALL of the Zylon Attack Bases. Which isn't easy, since there are three planets with many on each. You will have to drop your SSB's (bombs) on the bases as you orbit the planet, but don't forget the constant rotation of the planet itself! And don't expect to destroy all of the bases in one vist, chances are you'll run low on fuel, or have your Tactical Scanner knocked out! If you get good at the game, you can re-energize at the Sun! Saving a trip back to your galaxy and space station. However, if you need repairs...you will have to make a trip home!

Now while your off destroying the Zylon bases, don't expect the universe to just stand still! Watch your message window, otherwise the Zylons are apt to destroy a few dozen of your cities!!! Oh, and keep an eye on your space station(s). If you lose those, you can say good-bye to your repair station. But don't lose hope, there's an end to it all. I played for about two hours, blew-away all of the Zylons (hundreds!) and racked up enough points to get the ranking of Commodore. Hmmm...Commodore, sounds familiar!

THE BOTTOM LINE: How did I like Star Raiders II? Well compared to Star Raiders, I don't think its as good. The original had more options and required more strategy. Star Raiders II has less options and seems to pull more on the arcade side. That is, you have to blow-away more bad guys. So in comparison, I think Star Raiders is better.

But would I buy it? Not comparing it to Star Raiders, I still think its one of the best arcade games around! The documentation is well done and even gives strategy tips. And I'm glad to see Atari didn't try and get \$35 or \$40 for it, like they did with Star Raiders. Not that I wouldn't pay that much (actually I'd look for a sale), but I believe more people will get a copy of the program legally! Support your computer --- buy software! Not sure if you want it - rent it first.

"Current Notes" is a newsletter by the federation of Atari Computer Clubs in the Washington Metropolitan Area (WAACE).

"Current Notes" is packed with news about Atari Corp.. The one issue I saw had around forty or fifty pages! If you would like more information, write;

CURRENT NOTES
122 N. Johnson Rd.
Sterling, VA 22170
(703)450-4761

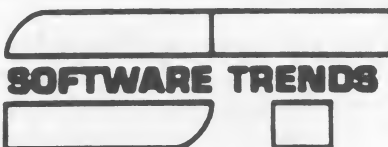
A one-year subscription is \$15.

20% OFF
NEW SOFTWARE-EVERYDAY!!

SEE OUR SELECTION OF
USED SOFTWARE-HARDWARE!



THE BEST PRICES - THE MOST SOFTWARE



230 S. MAIN, CLAWSON, MI 48017

MONDAY - WEDNESDAY - FRIDAY 10 - 8
TUESDAY - THURSDAY - SATURDAY 10 - 6
(313) 288-3280

MICHIGAN ATARI COMPUTER ENTHUSIASTS

BULLETIN BOARDS: M.A.C.E. EAST (313) 585-2165
M.A.C.E. WEST (313) 582-0657
300/1200 BAUD 24 hours/day

NEXT MEETING: 10/21/86 7:00 P.M.
IN Southfield Civic Center Pavilion
Evergreen and 10 1/2 Mile

Meet the next generation ... join an ATARI User Group! There are many exciting activities and new adventures to conquer, come and explore them with your fellow ATARI users.

Would you like more information? Write to the address shown below and we will mail you a M.A.C.E. Fact Sheet.

[illegible]

M.A.C.E.
P.O Box 2785
Southfield, MI 48037

\$20.00* FOR A ONE YEAR MEMBERSHIP
(*Payable to M.A.C.E.)

M.A.C.E. MEMBERSHIP APPLICATION

Name _____ Phone _____
 Street _____
 City _____ State _____ Zip Code _____
 Company (if applicable) _____
 System Description _____ Disk/Tape _____
 Suggestions _____
 I can help with . . . _____

()New ()Renewal

If a Renewal:

MACE #

Date _____ Coupon _____

Amount _____ **Membership Card Number** _____

☐ Cash Expires _____☐ Check Number

entertainment

Computers • Video Tapes • Compact Discs

1040 Color	\$999	130XE	\$139
1040 Monochrome	\$799	1050 Disk Drive	\$149
520 Color	\$799	130XE Package	\$389
520 Monochrome	\$599	Includes: 130XE, 1050 Drive,	
520 with 1MB drive add	\$ 75	1027 Printer, AtariWriter Plus,	
520 Color no drive	\$659	Filing Manager, Music Composer,	
SF354 SS drive	\$149	Star Raiders and Defender.	
SF324 DS 1MB drive	\$249	1050 Duplicator	\$129
Shanner Dual 1MB drive	\$359	Includes New 3.0 software	
Atari 20MB Hard Disk	\$699	Rambo XL	\$49.95
ST Color Monitor	\$349	NEC Color monitor w/sound	\$149
ST Monochrome Monitor	\$139	Wabash disks w/labels and protects	
All software discounted	15%	For MACE Members ONLY	
Buy 2 or more take off	20%	5.25"	10 for \$ 6.00
		3.5"	10 for \$ 17.95

ALL SOFTWARE FOR RENT

ST	20% of list price
8 Bit	15% of list price

We will special order
ANY program you want to rent

FREE MEMBERSHIP

Show us your MACE card and receive a
FREE membership in our video tape
rental club for the duration of your
MACE membership.

Two tapes for \$3 on Wednesdays



22205 Kelly Rd. East Detroit MI 48021 445-2983

33139 Gratiot Mt. Clemens MI 48043 792-0710

Computer Bulletin Board 445-1313

1040ST

Monday thru Thursday 11-8
Friday and Saturday 10-9
Closed Sunday - FREE rental day

M.A.C.E.

Michigan Atari Computer Enthusiasts
P.O. Box 2785
Southfield, Michigan 48037

U.S. POSTAGE
BULK RATE

PAID

LIVONIA
MICHIGAN 48150
PERMIT # 1235

IMPORTANT DATED MATERIAL

PLEASE DO NOT DELAY